

COMPUTER FOOTBALL STRATEGY

AVALON HILL'S TRADEMARK NAME FOR ITS PROFESSIONAL SPORT GAME

INSTRUCTIONS FOR:
IBM® P.C.
TRS-80® Models I, III
Atari® Home Computers
Commodore 64®

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IBM, TRS-80 & Commodore: (for Atari, see section 13)

1) STARTING THE GAME—After the program has loaded and run (see section 14) you will be prompted with "ENTER VISITING PLAYER?". On this cue enter the name of the player who will be playing the visiting team (Note: Only the first eight characters of the name that you enter will be used by the computer, in effect an eight character limit exists.) and press the carriage return key (i.e. ENTER/RETURN key)

1.1) You may designate the computer as the visiting player. To do this, hit the ENTER/RETURN key (Note: On the Commodore 64 computer first press the * key, then the RETURN key).

1.2) After the visiting player prompt has been answered, the computer will return with "HOME PLAYER?". You will respond to this prompt in the manner specified in 1 or 1.1.

1.3) If, in answering the prompts above, you specified that the computer was to play both the visiting and the home players the computer will play itself selecting the plays for both sides. (Before you play, you may find that watching the computer play itself may enhance your understanding of how the game operates.)

2) THE KICKOFF—After you have completed all phases of section 1, the computer will automatically “toss a coin”, selecting the side which will kick off.

2.1) When the kicking player has been selected, the scoreboard and the playing field will be displayed on the screen. The ball will be placed on the kicking player’s 35 yard line and the following prompt will appear;

NAME-SELECT TYPE OF KICKOFF 0 = NORMAL
1 = ON SIDE

2.11) A NORMAL kickoff will kick the ball from the kicking team’s 35 yard line to the opposing player’s goal line. The computer will then return the kick a random number of yards. (Normally 15, 20, or 25 yards. Longer returns, and touchdowns on returns, are possible.)

2.12) An ON SIDE kick will travel to the opposing player’s 45 or 50 yard line. At this point, either player may gain possession of the ball.

3) DEFENSIVE PLAY SELECTION—After the ball has been kicked off, and returned, the player on defense must select his play.

3.1) When the prompt “NAME SELECT DEFENSE 0 TO 9” appears the player named must select a defensive play, i.e. he is on defense. The numbers (0 to 9 in the prompt refer to the ten defenses from which the defensive player must choose.

3.11) If you are playing head to head against another person it is important that you conceal your defensive selection. The defensive player should never let the offensive player see the defensive option that he has selected.

3.12) If the computer is playing the defense, the defense will be selected automatically.

4) OFFENSIVE PLAY SELECTION—After the defense is selected the offensive player will select his offense. Depending upon the player’s field position, there can be up to 23 different offensive plays to select from.

4.1) The FIELD GOAL (the @ key) is not usable unless the ball is within 38 yards of the opposing player’s goal line.

4.2) The FOURTH DOWN PUNT is only available on fourth down.

4.3) Within the 10 yard line only plays A-L and @ are available. Between the 10 and 20 yard line only plays A-P and @ can be selected.

5) PLAY RESULTS—The results of a scrimmage are determined by cross-referencing the offensive and defensive plays. (This matrix is shown on the play chart that is contained in the game box.) This is done automatically by your computer and the gain, or loss, is displayed graphically on the football field.

5.1) The results are displayed beneath the football field in the following manner:

DEFENSE NUMBER	OFFENSE LETTER
DEFENSE NAME	OFFENSE NAME
WRITTEN DESCRIPTION OF THE RESULTS	

EXAMPLE—	DEFENSE 4	OFFENSE G
	RUNNING	PLAY DRAW RUN
	RUN FOR 2 YARDS	

5.2) PENALTIES—The result of some play combinations will call for a penalty to be assessed, or offered. If the penalty is automatic, i.e., neither player has a choice about it, the computer will automatically mark it off.

5.21) If the penalty offers a player a choice, the computer will let the player choose either the penalty or the play. The computer will specify the result for both options. The player who has the choice will then choose between them. To choose, simply enter the result that you prefer, including any “-” symbols, if present.

EXAMPLE—if the computer says “- 2 or PENALTY - 5”, and the player wishes to accept the penalty, the player will enter “- 5”.

6) TIME MANAGEMENT—In football, time management is often crucial. This game contains features that will allow the player to manipulate time in the same way as any head coach would.

6.1) After each play, at the bottom of the screen, there will be a display similar to the one below (note the display may be different on different computers):

“PLAY TIME (xx) SECONDS, HIT ENTER OR TEAM CALLING TIME OUT”

6.11) If you hit ENTER/RETURN the time shown in the message will be deducted from the time remaining in the quarter.

EXAMPLE—The message indicates that the play took 30 seconds. There are two minutes and fifteen seconds remaining in the quarter if you hit ENTER the time remaining in the quarter is reduced to 1:45.

6.12) TIMEOUTS—Players are allowed to call timeouts. If a time out is called by a player, and that player has timeouts remaining (Each team has three timeouts per half.) the playtime minus 30 seconds is deducted from the time remaining in the quarter. (If the play took 15 seconds, and a timeout is called, no time is deducted.)

EXAMPLE—If a message states that a play consumes 45 seconds, and a timeout is called, the time consumed by the play is reduced to 15 seconds.

6.2) OTHER ENTRIES—Besides the entries specified above, two other responses can be made when the play time message appears. These are:

? = This entry will clear the screen and cause the current statistics screen to be displayed.

X = The computer will display the scoreboard.

7) SCORING—Whenever a team scores, the scoreboard is updated and displayed. In all cases, after a touchdown, the computer will attempt a point after touchdown, via an extra point kick, for the player who scored.

7.1) FIELD GOALS—To attempt a field goal the offensive player must select “@” as his play when he is within the 38 yard line. When he does the computer will determine whether the attempt succeeds or fails. If it fails the ball is turned over.

7.2 SAFETIES—After a safety is scored by the defensive player, the kickoff screen will be displayed. The former offensive player will kick, from his 20, a free kick to the player who scored the safety.

8) QUARTERS—When time runs out in a quarter “(X) QUARTER ENDS. HIT ENTER FOR STATS” will appear. By hitting ENTER/RETURN, you will cause the statistics screen to appear.

9) THE COMPUTER AS ADVERSARY—When the computer selects plays it will select them based on the field position, down, time remaining and the score of the game. (The program does not “peek at your play call” though it may appear to do so at times.) Near the end of the game, the computer may panic if it is losing. Generally speaking, the computer is not afraid to throw a pass.

10) THE FIELD DISPLAY—The field display is a standard football field. The Visiting Team will always move from Left to Right on the field. The Home Team will always move from Right to Left. These directions, i.e., sides of the field, do NOT change at half time.

11) THE BASIC RULES—Whenever possible the normal rules of professional football apply in this game.

12) THE STATISTICS SCREEN—This screen displays a record of the score, the yardage, first downs and other vital statistics for each team. A sample screen is shown below:

	QTR	1	2	3	4	TOTAL		TIMEOUTS
COMPUTERV		9	7	3	7	26	COMPUTERV	3
KOLA		0	10	0	0	10	KOLA	0
	YARDS	NO.	1ST	AVE.			COMPLETE	PERCENT
COMPUTERV	RUN	85	30	5	2.8			
	PASS	287	29	9	9.9		18	62.07
	PENALTY	5—	1	0	PUNTS 5		AVE. 48.0	
	TOTAL	372	59	14	TURNOVERS 3			
KOLA	RUN	64	36	5	1.8			
	PASS	204	22	8	9.3		11	50.0
	PENALTY	20—	2	0	PUNTS 2		AVE. 57.0	
	TOTAL	268	58	13	TURNOVERS 4			

ATARI:

13) After the program has loaded and run (see section 14) the computer will display the following Title page:

VISITOR **HOME**

WASHINGTON

PLAYERS

OPT/SEL TO CHOOSE

PUSH START TO BEGIN

When VISITOR lights up you can select the teams and number of players. Use the SELECT key to move to the option you wish (VISITOR, HOME or PLAYERS), then press the OPTION button to select the desired entry.

13.1) SELECTING TEAMS—You have the choice of using one of the following teams. All of the teams, with the exception of the NY Giants, are chosen from great superbowl teams of the past.

1982 WASHINGTON REDSKINS

KEY PLAYERS:

QB THEISMANN
HB WASHINGTON
FB RIGGINS

WR BROWN
SE MONK
TE WALKER

The 1982 Washington Redskins defeated the Miami Dolphins in Superbowl XVII by the score 27-17. They reached the Superbowl by winning the NFC championship game by the score of 31-17 over the Dallas Cowboys. They finished the regular season with a record of 8-1.

1982 MIAMI DOLPHINS

KEY PLAYERS:

**QB WOODLY
HB NATHAN
FB FRANKLIN**

**WR HARRIS
SE CEFALO
TE ROSE**

The 1982 Miami Dolphins were defeated in Superbowl XVII by the score 27-17. They reached the Superbowl by winning the AFC championship game by the score of 14-0 over the New York Jets. They finished the regular season with a record of 7-2.

1981 CINCINNATI BENGALS

KEY PLAYERS:

**QB ANDERSON
HB ALEXANDER
FB JOHNSON**

**WR CURTIS
SE COLLINGSWORTH
TE ROSS**

The 1981 Cincinnati Bengals were defeated by the San Francisco Forty-Niners in Superbowl XVI by the score 26-21. They reached the Superbowl by winning the AFC championship game by the score of 27-7 over the San Diego Chargers. The Bengals finished the regular season with a record of 12-4.

1981 SAN FRANCISCO FORTY-NINERS

KEY PLAYERS:

**QB MONTANA
HB PATTON
FB COOPER**

**WR SOLOMON
SE CLARK
TE YOUNG**

The 1981 San Francisco Forty-Niners defeated the Cincinnati Bengals in Superbowl XVI by the score 26-21. They reached the Superbowl by winning the NFC championship game by the score of 28-27 over the Dallas Cowboys. They finished the regular season with a record of 13-3.

1981 NEW YORK GIANTS

KEY PLAYERS:

**QB SIMMS
HB CARPENTER
FB PERRY**

**WR GRAY
SE PERKINS
TE SHIRK**

The 1981 NY Giants did not reach the Superbowl but it was their first playoff team. They are included to satisfy all those New York fans who dream of a superbowl team. They finished the regular season with a record of 9-7.

1980 PHILADELPHIA EAGLES

KEY PLAYERS:

**QB JAWORSKI
HB MONTGOMERY
FB HARRIS**

**WR CARMICHAEL
SE SPAGNOLA
TE KREPLE**

The 1980 Philadelphia Eagles were defeated by the Oakland Raiders in Superbowl XV by the score 27-10. They reached the Superbowl by winning the NFC championship game by the score of 20-7 over the Dallas Cowboys. They finished the regular season with a record of 12-4.

1979 LOS ANGELES RAMS

KEY PLAYERS:

**QB FERRAGAMO
HB TYLER
FB BRYANT**

**WR WADDY
SE DENNARD
TE NELSON**

The 1979 Los Angeles Rams were defeated by the Pittsburgh Steelers in Superbowl XIV by the score 31-19. They reached the Superbowl by winning the NFC championship game by the score of 9-0 over the Tampa Bay Buccaneers. They finished the regular season with a record of 9-7.

1978 PITTSBURG STEELERS

KEY PLAYERS:

**QB BRADSHAW
HB BLEIER
FB HARRIS**

**WR SWAN
SE STALLWORTH
TE GROSSMAN**

The 1978 Pittsburgh Steelers defeated the Dallas Cowboys in Superbowl XIII by the score 35-31. They reached the Superbowl by winning the AFC championship game by the score of 34-5 over the Houston Oilers. They finished the regular season with a record of 14-2.

1977 DENVER BRONCOS

KEY PLAYERS:

**QB MORTON
HB ARMSTRONG
FB KEYWORTH**

**WR DOLBIN
SE MOSES
TE ODEMS**

The 1977 Denver Broncos were defeated by the Dallas Cowboys in Superbowl XII by the score 27-10. They reached the Superbowl by winning the AFC championship game by the score of 20-17 over the Oakland Raiders. They finished the regular season with a record of 12-2.

1976 OAKLAND RAIDERS

KEY PLAYERS:

**QB STABLER
HB DAVIS
FB VAN EEGHEN**

**WR BRANCH
SE BILETNEKOFF
TE CASPER**

The 1976 Oakland Raiders defeated the Minnesota Vikings in Superbowl XI by the score 32-14. They reached the Superbowl by winning the AFC championship game by the score of 24-7 over the Pittsburgh Steelers. They finished the regular season with a record of 13-1.

1973 MINNESOTA VIKINGS

KEY PLAYERS:

**QB TARKENTON
HB FOREMAN
FB REED**

**WR GILLIAM
SE DALE
TE VOIGHT**

The 1973 Minnesota Vikings were defeated by the Miami Dolphins in Superbowl VIII by the score 24-7. They reached the Superbowl by winning the NFC championship game by the score of 27-10 over the Dallas Cowboys. They finished the regular season with a record of 12-2.

1972 MIAMI DOLPHINS

KEY PLAYERS:

**QB GRIESE
HB MORRIS
FB CSONKA**

**WR WARFIELD
SE TWILLY
TE FLEMING**

The 1972 Miami Dolphins defeated the Washington Redskins in Superbowl VII by the score 14-7. They reached the Superbowl by winning the AFC championship game by the score of 21-17 over the Pittsburgh Steelers. They finished the regular season with a record of 14-0.

1972 WASHINGTON REDSKINS

KEY PLAYERS:

**QB KILMER
HB BROWN
FB HARAWAY**

**WR TAYLOR
SE JEFFERSON
TE SMITH**

The 1972 Washington Redskins were defeated by the Miami Dolphins in Superbowl VII by the score 14-7. They reached the Superbowl by winning the NFC championship game by the score of 26-3 over the Dallas Cowboys. They finished the regular season with a record of 11-3.

1971 DALLAS COWBOYS

KEY PLAYERS:

**QB STAUBACH
HB THOMAS
FB HILL**

**WR HAYES
SE ALWORTH
TE DITKA**

The 1971 Dallas Cowboys defeated the Miami Dolphins in Superbowl VI by the score 24-3. They reached the Superbowl by winning the NFC championship game by the score of 14-3 over the San Francisco Forty-Niners. They finished the regular season with a record of 11-3.

1970 BALTIMORE COLTS

KEY PLAYERS:

**QB UNITAS
HB BULAICH
FB NOWATZKE**

**WR HINTON
SE JEFFERSON
TE MACKEY**

The 1970 Baltimore Colts defeated the Dallas Cowboys in Superbowl V by the score 16-13. They reached the Superbowl by winning the AFC championship game by the score of 27-17 over the Oakland Raiders. They finished the regular season with a record of 11-2-1.

1969 KANSAS CITY CHIEFS

KEY PLAYERS:

**QB DAWSON
HB GARRETT
FB HOLMES**

**WR PITTS
SE TAYLOR
TE ARBANAS**

The 1969 Kansas City Chiefs defeated the Minnesota Vikings in Superbowl IV by the score 23-7. They reached the Superbowl by winning the AFC championship game by the score of 17-7 over the Oakland Raiders. They finished the regular season with a record of 11-2.

1968 NEW YORK JETS

KEY PLAYERS:

**QB NAMATH
HB BOOZER
FB SNELL**

**WR MAYNARD
SE SAUER
TE LAMMONS**

The 1968 New York Jets defeated the Baltimore Colts in Superbowl III by the score 16-7. They reached the Superbowl by winning the AFC championship game by the score of 27-23 over the Oakland Raiders. They finished the regular season with a record of 11-3.

1966 GREEN BAY PACKERS

KEY PLAYERS:

QB STARR
HB PIITS
FB TAYLOR

WR DOWLER
SE DALE
TE FLEMING

The 1966 Green Bay Packers defeated the Kansas City Chiefs in Superbowl I by the score 35-10. They reached the Superbowl by defeating the Dallas Cowboys in the NFL Championship game by the score 34-27. They had regular season record of 12-2.

REFERENCE

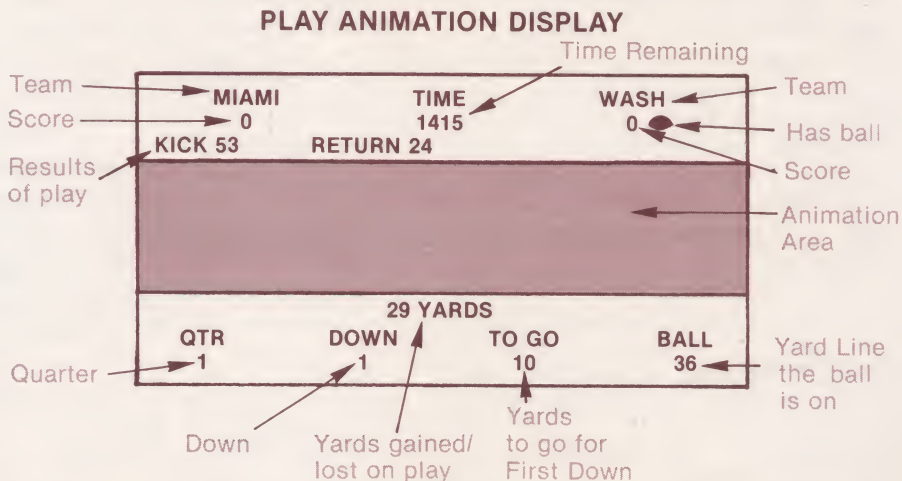
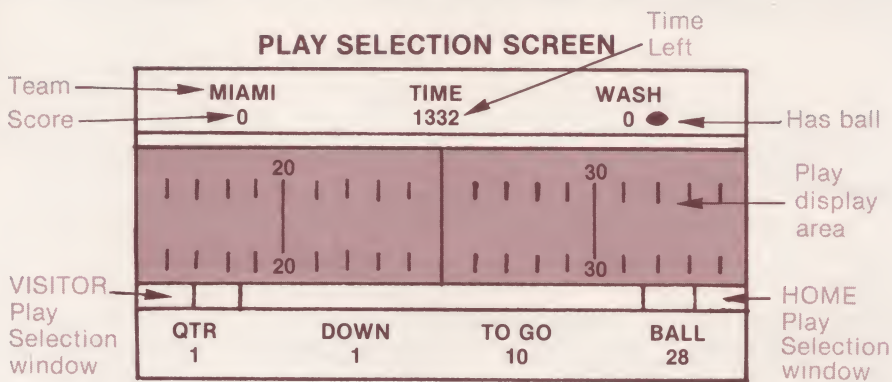
Game players interested in learning more about these teams and how they performed statistically during their superbowl seasons are referred to:
"The Sports Encyclopedia: PRO FOOTBALL", published by Simon and Schuster, New York.

By pressing the SELECT key you can light up one of the three options. When either VISITOR or HOME is lit up, use the OPTION key to cycle through the list of teams. When the name of the team you want appears below the Option, press the SELECT key to move to the next Option. Note that the Redskins and Dolphins are on the list twice. The 1982 teams are printed in red on the screen.

13.2) SELECTING NUMBER OF PLAYERS—Use the SELECT key to light up the PLAYERS option. Press the OPTION key until either ONE (you against the computer) or TWO (you against another player) appears. For two player games, the visiting team is controlled by joystick #1 and the home team is controlled by joystick #2. The human player always controls the visiting team using joystick #1 in a one player game.

13.3) STARTING THE GAME—When you have selected the teams for both sides and the number of players press the START key. The SELECT OPTION screen will be replaced by the PLAY ANIMATION screen. The ball will be kicked off and the results of the play will be displayed on the screen.

13.4) GRAPHIC DISPLAY SCREEN DISPLAYS—There are two basic graphic screen displays. The PLAY SELECTION screen and the PLAY ANIMATION screen. All play selections are done on the Play Selection screen. The results of the play selection is shown on the PLAY ANIMATION screen.



13.5) After the offensive and defensive plays have been entered the computer calculates the result of the play. (NOTE: the Play Chart found in the game box is used for the IBM, TRS-80 and Commodore versions only.) If a penalty occurs against the offensive or defensive team, the opposing team will be given the option of accepting or declining the penalty. The penalty yards are displayed in the upper display window and the yards gained or lost on the play are displayed in the lower display window. You accept the penalty by pressing the fire button and decline the penalty by moving the joystick.

Next the result of the play will be graphically represented on the screen.

After the play has been animated on the screen it will go blank and the yardage gained or lost on the play is shown in the lower display window. At this point you have the following option:

1. Move the joystick—Go to the play selection phase for the next play. Note, in a two player game the player currently on the offensive must move the stick control on his joystick to move to the play selection phase.

2. Press **OPTION** key—Allows setting the time in this quarter to two minutes. Use this option for two minute warnings or to shorten the game.

3. Press **START** key—Shows an instant replay of the preceding play.

4. Press “fire” button on joystick—Allows team to take a time out.

13.6) PLAY SELECTION—Offensive and defensive play selection is done using the joystick to change plays and the “fire” button to select plays. Each play is denoted by a two letter abbreviation (displayed in the play selection window beneath the game field) and is graphically represented by player positions on the field. For two player games the following selection process is recommended: First, the defensive team player enters his play into the computer using the joystick. Next, the offensive player enters his play into the computer using the joystick. In solitaire games the computer always chooses its play in secret. After the offensive player has entered his play by pressing the “fire” button on the joystick there will be a slight delay (approximately 10 to 20 seconds) before the Play Animation screen is displayed.

**ATARI
OFFENSIVE PLAYS**

KO	kickoff
HE	halfback end run
FE	fullback end run
HP	halfback line plunge
FP	fullback line plunge
HT	halfback trap play
FT	fullback trap play
WS	short pass to wide receiver
WM	medium pass to wide receiver
WL	long pass to wide receiver
SS	short pass to split end
SM	medium pass to split end
SL	long pass to split end
TS	short pass to tight end
TM	medium pass to tight end
HS	short pass to halfback
HM	medium pass to halfback
FS	short pass to fullback
FM	medium pass to fullback
PT	punt
FG	field goal

DEFENSIVE FORMATIONS

LR	run shift left
PR	prevent
SB	safety blitz
RP	pass shift right
LP	pass shift left
GL	goal line defense
NK	nickel defense
34	3-4 defense
43	4-3 defense
BZ	blitz
RR	run shift right

13.7) GAME PLAY—The game continues using the above progression—play selection/play animation—until the time expires in the fourth quarter at which time you may play another game by pressing the **START** key. You may prematurely end the game at any time and restart the game by pressing the **SYSTEM RESET**.

14.1 DISK LOADING INSTRUCTIONS.

14.11) TRS-80 MODEL I AND ATARI DISK. These disks boot, load and run automatically. Put the game disk in your disk drive and boot the disk.

14.12) TRS-80 MODEL III DISK. The game is saved on a TRS-80 Model I disk, it must be converted to the Model III format. See the **CONVERT** instructions in your TRS-80 Model III TRSDOS Manual. After you have converted the program to your Model III disk get into **BASIC** by typing "**BASIC**" and pressing the **ENTER** key. Press the **ENTER** key to the "**CASS?, MEMORY SIZE? and FILES?**" prompts. When the Ready prompt appears type **RUN"PROGRAM"** and press the **ENTER** key. The program will load and play will begin.

14.13) IBM-PC DISK. Get **BASICA** up on your computer per the instructions in the DOS manual. Once the ready prompt appears, insert your game disk, type **RUN"FOOTBALL"** and press the **ENTER** key. The program will load and play will begin..

14.14) COMMODORE 64 DISK. Turn on your disk drive and computer. Next, put the game disk into the disk drive. Then, type **LOAD "FOOTBALL", 8** and press the **RETURN** key. The program will begin to load. After the program has loaded and the **READY** prompt is displayed on the screen, type **RUN** and press the **RETURN** key. The game will begin.

14.2) CASSETTE LOADING INSTRUCTIONS. Three separate programs are on this game cassette. On side One is the Atari program, on side two is the Commodore program followed by the TRS-80 program.

ATARI:

14.21) ATARI HOME COMPUTERS. This is an assembly language program. Turn off the Atari and remove all ROM program cartridges. Make sure that the cassette is completely rewound on the Atari side. Place it in the cassette player.

Push the START key and keep it down. Turn on the computer. It will beep once to let you know it is ready to load a tape. When it beeps, release the START key and press the PLAY button on the recorder. Press the RETURN key on the Atari keyboard. The cassette player will begin to run and the program will load. When the entire program is loaded, the cassette player will stop and the game will begin.

COMMODORE:

14.22) COMMODORE 64. Turn the tape over so Side Two is up. Put the tape into your cassette recorder and rewind it to the beginning of the tape. When ready, type LOAD and press the RETURN key on the keyboard, then the PLAY button on the cassette recorder. The tape should start moving. After the program has loaded type RUN and press the RETURN key.

TRS-80:

14.23) TRS-80. The TRS-80 program is located on Side Two after the Commodore Program. The Commodore program must be skipped before the TRS-80 program can be loaded. By pulling out the Ear and Mic jacks on the recorder and listening to the tape you can differentiate the Commodore from the TRS-80 program. The Commodore program sounds louder, yet has a lower pitch.

The TRS-80 program is recorded in 'low baud' and TRS-80 Model III users must Enter L to the CASS? prompt. Put the cassette tape in the cassette recorder and press the PLAY button. Type CLOAD on the computer keyboard and then press the ENTER key. The recorder should start to move and the program will be loaded. When the tape stops and the TRS-80 prints READY on the screen, type: RUN and press the ENTER key. The game will begin.

QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.
3. If you can adjust the volume on your recorder, try different settings, both higher and lower.
4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.
6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

Avalon Hill Microcomputer Games

4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced.

YOU NAME IT, WE'VE GOT A GAME ON IT . . .

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